

Gaming System

ABSTRACT

In a gaming system provided with a plurality of terminals operable
5 by the respective plurality of the players; and a gaming server
communicating with the plurality of the terminals, the gaming server
comprises a controller executing a computer program and controlling the
plurality of the terminals, the controller generates a special interval for
stopping a progress of the game in a special mode, and the controller
10 generates a dummy interval in a normal mode during the game.